Abstract

Title: Game pace in tennis at Wimbledon 2017

Objectives: The objective of this thesis is to find out what the game pace was for men at *Wimbledon* 2017, and to compare the difference in game pace from matches in the first rounds to matches in the final rounds of the tournament (the semifinal and final).

Methods: The methods used in this thesis are indirect observation and system notation analysis. When evaluating the overall average of all variables from 7 matches, the number of players was N=12, with an average placement of M=45,09 ± 38,09. The monitored variables were rally time, time out length and the number of hits. The game pace was calculated from the time out length and the number of hits. The relationship load was evaluated from the rally time and the number of hits.

Results: The average game pace is 1,27s. The average rally length is 5,33s, the average number of hits is 5,47 and the average time between rallies is 18,9s. In this thesis, the first rounds of *Wimbledon* 2017 were compared to the final rounds of the tournament, with the average pace being 0,14s faster in the final rounds. The average rally length was 1,85s shorter in the final rounds, the average number of played balls was 1,05 bigger in the first rounds, and the average time between rallies was 0,65s longer in the semifinals and finals.

KeyWords: game pace, tennis, rally, time, *Wimbledon* 2017